

# Gita Sukthankar

## Relevant Experience

Dr. Gita Sukthankar is an assistant professor in the School of Electrical Engineering and Computer Science at the University of Central Florida, and an affiliate faculty member at UCF's Institute for Simulation and Training. She received her Ph.D. from the Robotics Institute at Carnegie Mellon (with Dr. Katia Sycara), an M.S. in Robotics, and an A.B. in psychology from Princeton University. From 2000–2003, she worked as a researcher at Compaq Research/HP Labs (CRL) in the handheld computing group. In 2009, Dr. Sukthankar was selected for an Air Force Young Investigator award, the DARPA Computer Science Study Panel, and an NSF CAREER award.

Gita Sukthankar's research focuses on social models within RAP systems (Robots, Agents, and People), with a particular emphasis on studying the behavior of people within games and simulation environments where people and agents can interact on an "equal footing". Her dissertation research proposed a new framework for recognizing and analyzing human team behaviors in computer and tactical tabletop games, extending on her work from her AAMAS 2005 best student paper on cost minimization methods for human behavior recognition. Her current research focuses on the problem of learning models of group activity from human players participating in massively-multiplayer online games to create more realistic virtual characters in games and multi-agent simulations. The goal is to identify and predict action dependencies that occur in cases where people are interacting in a loosely coupled manner without a shared commitment to a team plan or goal.

Dr. Sukthankar is currently serving as the AAMAS 2010 co-chair of the Doctoral Mentoring Program and has served on AAMAS program committees since 2006. She was the publication co-chair for Pacific Rim International Conference on Multi-Agents (2009). She is active in the game AI community, serving on several program committees (Foundation for Digital Games, FLAIRS Games and Entertainment Track, IEEE Computational Intelligence in Games). Additionally, Dr. Sukthankar is the co-organizer of two workshops on Plan, Activity, and Intent Recognition (at IJCAI, AAAI).